

Creative Industries

Module Code:	FAM3001-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Design and Technology
FHEQ Level:	FHEQ Level 3

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Independent Study	160
Supervised time in	20
Tutorials	20

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims

Outline Syllabus

Introduction to film and TV production technology; introduction to animation software; introduction to game development software; media production processes; studio productions

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1 Use appropriate equipment and software to design and develop a media product

- 2 Take on and deliver given tasks as part of a group working on a common media product
- 3 Reflect on personal contribution to project identifying areas of strength and weakness.
- 4 Objectively consider a product highlighting its strong points and areas for improvement

Learning, Teaching and Assessment Strategy

Students will work together in small teams to identify possible media products. Working closely under a supervisor from academic staff students will work as a team to select the most appropriate product, design and build their media product to the highest quality. Each stage will require students to evaluate and critique their work and that of their colleagues. The module will be assessed on the quality of the media product produced (50%), a demonstration to staff and other student (20%) and a short written report on the process, reflecting on their personal contribution. Students will receive ongoing formative assessment of their product and their contribution by their supervisor on a weekly basis.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Presentation	A demonstration of the media product to staff and peers	0 minutes	20%	No
Summative	Coursework	An agreed media product such as a short film, animation or game		50%	No
Summative	Coursework	A written evaluation of personal performance and product	0-2000 words	30%	Yes

Legacy Code (if applicable)

Reading List

To view Reading List, please go to [rebus:list](#).

